BOOTY

FAST LOADER

BOOTY

Well shiver me timbers and splice the mainbrace and pass the grog, me hearties. Here be the greatest pirate adventure of them all, aboard that scourge of the Seven Seas—the dreaded Black Galleon. Feast yer eyes on the BOOTY—ful treasure stored in 20 holds. There be pirates, parrots and fun galore. If you don't like it, matey, we'll hang you by the highest yard-arm!!!

BOOTY 00550   BOOTY   HIGH 00340

FIREBIRD

FIREBIRD

BOOTY
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THE GAME

Jim the Cabin Boy must make his way below decks to collect various items of booty (automatically picked up when he walks past it) strewn around the ship.

When you have collected all the items from the Black Galleon's 20 holds, you will be given 45 seconds to locate the Bronze key to the next pile of booty. Clearing all booty a second and third (impossible!) time causes a search for the Silver and Gold keys, each increasing the game's speed and hazards.

Jim will meet an untimely death if he falls through a trap door, drowns, is bitten by a ship's rat, or pecked by one of the Captain's parrots, or cut down by a Ghost Pirate, or blown up (some pieces of booty are booby-trapped so step lively, mates!) or steps through a hold door into mid-air (heh! heh!).

LOADING

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Press SHIFT and RUN STOP on your Commodore 64, simultaneously.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be found in your Commodore 64 manual.

PLAYING THE GAME

You can move Jim the Cabin Boy through the Black Galleon with a joystick or the following keys:

UP = any key on the O row   DOWN = any key on the A row
LEFT/RIGHT = alternate keys on the Z row
PICK UP KEYS/ENTER HOLD = SPACE (or FIRE on your joystick)
START GAME = f1 (or FIRE)
PAUSE = f5   CONTINUE = SPACE   MUSIC ON/OFF = f3
Cabins are colour-coded and can only be entered by using the matching colour-coded key. Holds (new screens) can only be entered by pressing the ENTER HOLD key (or FIRE on your joystick) while Jim is standing directly in front of the hold door.
There is a 'Cheat mode' in the Commodore 64 version of BOOTY. All you have to do is find it, matey!